```
ngl gui::Widget
     # m parent
     # m children
     # m drawable
     # m position
     # m size
     # m tooltip
     # m enabled
     # m visible
     # m focused
     # m drag
     #s theme
     + Widget()
     + ~Widget()
     + Render()
     + SetDrawable()
     + GetDrawable()
     + GetParent()
     + GetParent()
     + SetParent()
     + AddChild()
     + RemoveChild()
     and 34 more...
     + SetTheme()
     + GetTheme()
    ngl gui::Checkbox
# m selectedCallback
# m deselectedCallback
# m selected
+ Checkbox()
+ ~Checkbox()
+ SetSelectedCallback()
+ SetDeselectedCallback()
+ Select()
+ ToggleSelection()
+ IsSelected()
```

+ OnMouseButton()